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**Kaminkow et al.**(10) **Pub. No.: US 2005/0101378 A1**(43) **Pub. Date: May 12, 2005**(54) **GAMING DEVICE HAVING A RATE  
DEPENDENT GAME****Publication Classification**(51) **Int. Cl.<sup>7</sup>** ..... **A63F 13/00**(52) **U.S. Cl.** ..... **463/25; 463/20**(76) Inventors: **Joseph E. Kaminkow**, Reno, NV (US);  
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(US)(57) **ABSTRACT**

The present invention provides a gaming device having a game that may be implemented in a primary or bonus game. More specifically, the present invention provides a processor controlled gaming device that presents a plurality of masked value choices to the player, provides a time period in which the player can elect to accept a masked choice and reveals and provides a value associated with the choice to the player if the player accepts in time. If the player does not accept in time or decides not to accept the choice, the gaming device, in one preferred embodiment, reveals the value the player could have accepted when the time period lapses or times out. When the player has successfully accepted a predefined number of masked choices, the game adds or multiplies the values yielded by the choices to form an award for the player.

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(63) Continuation of application No. 09/966,882, filed on Sep. 28, 2001, now Pat. No. 6,852,027.

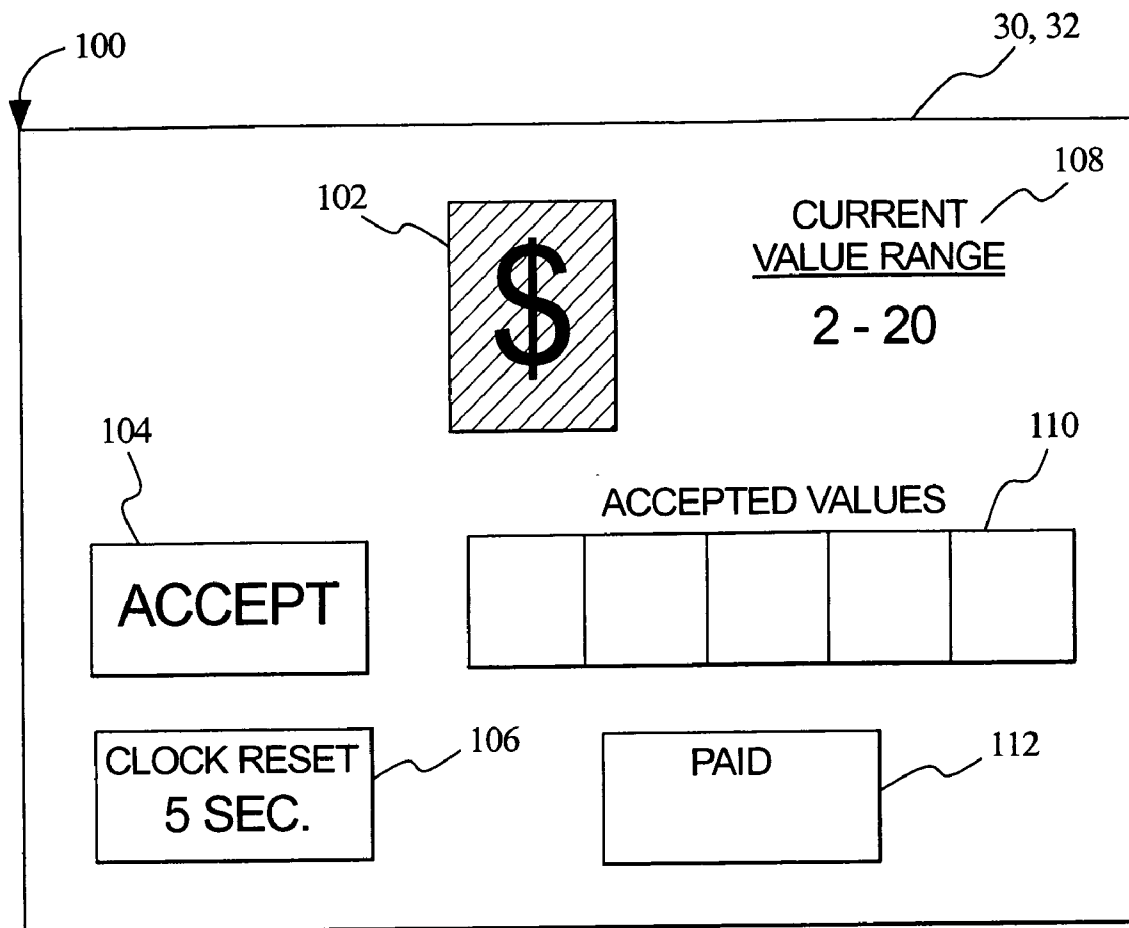


FIG.1A

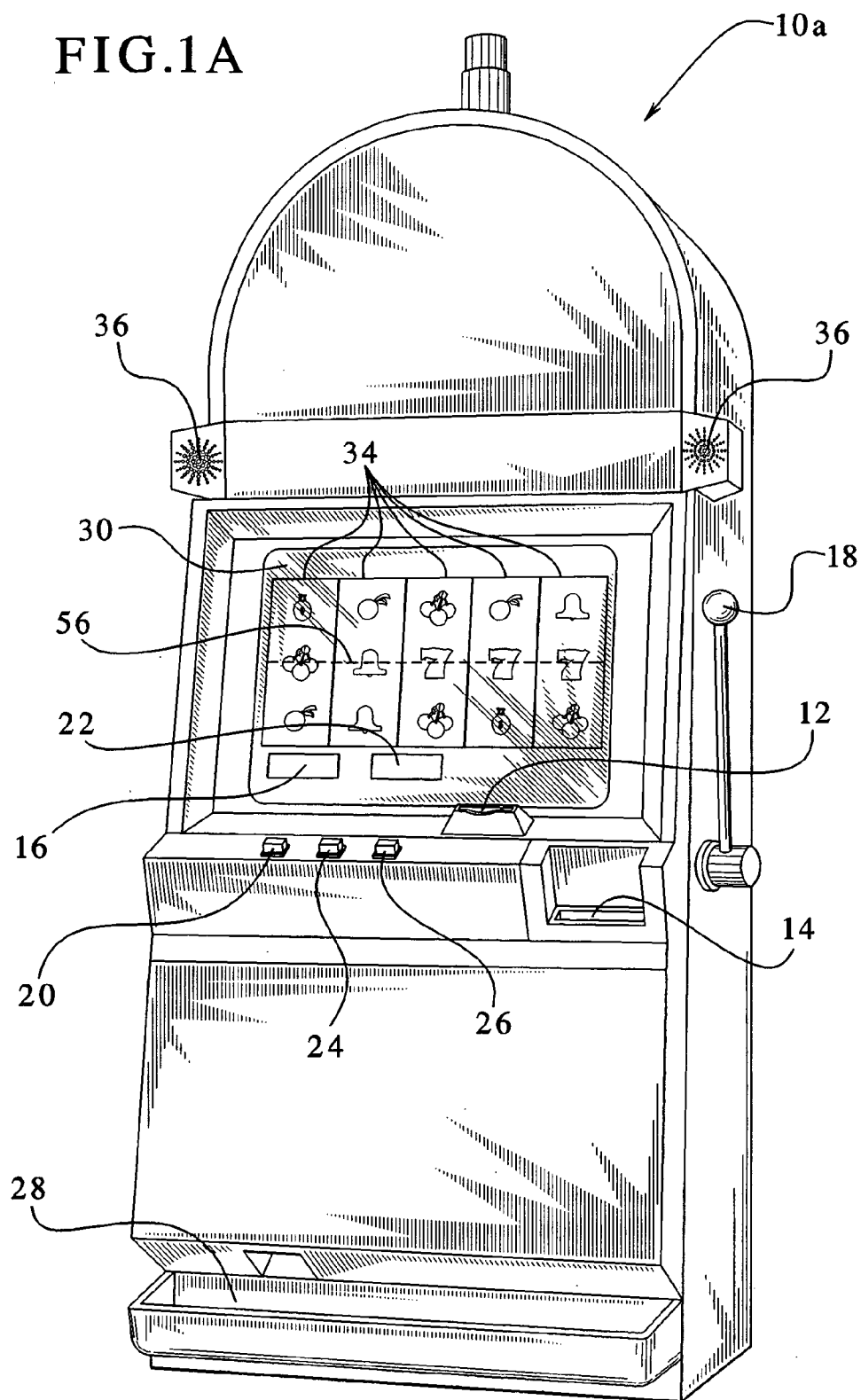


FIG.1B

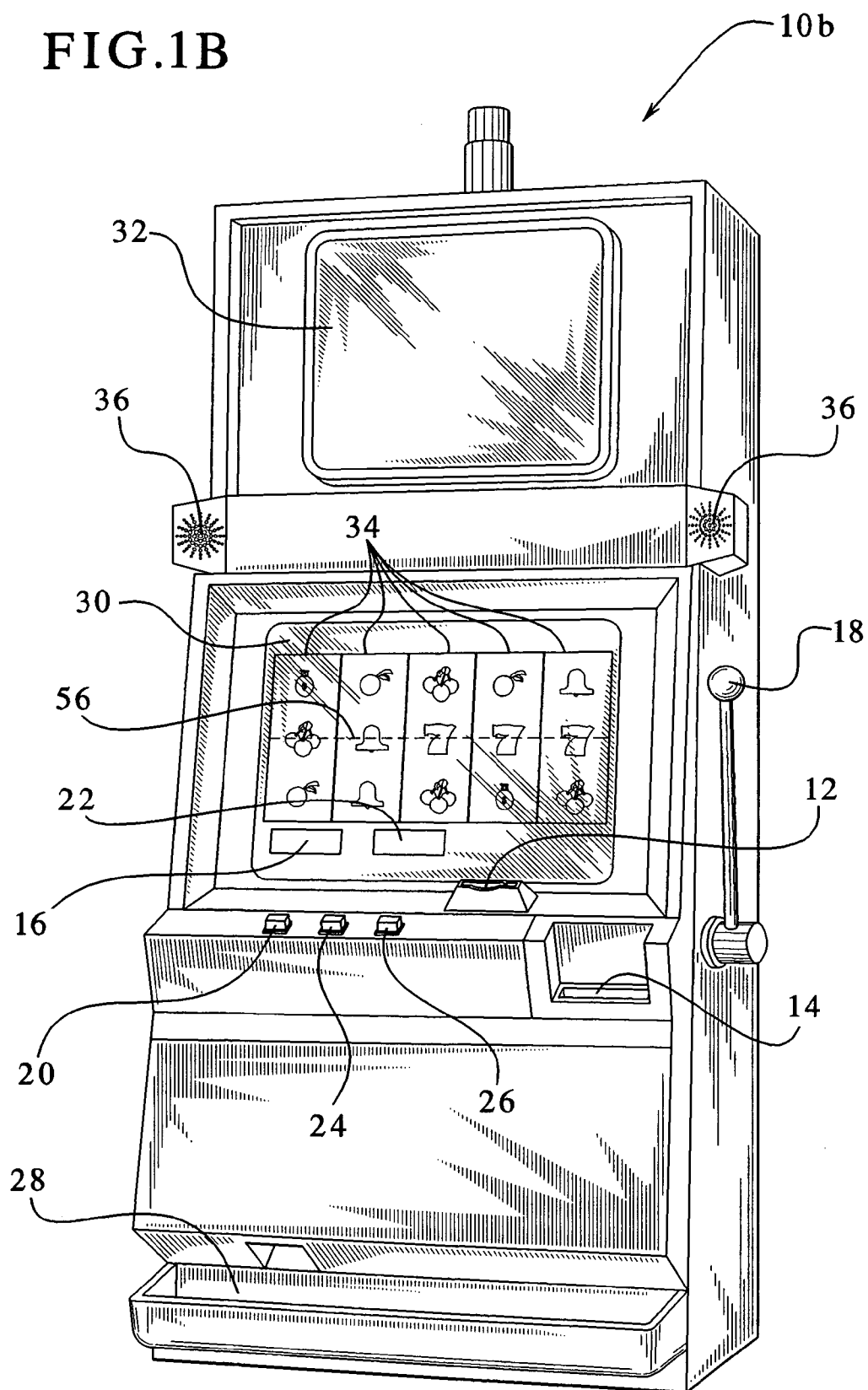


FIG.2

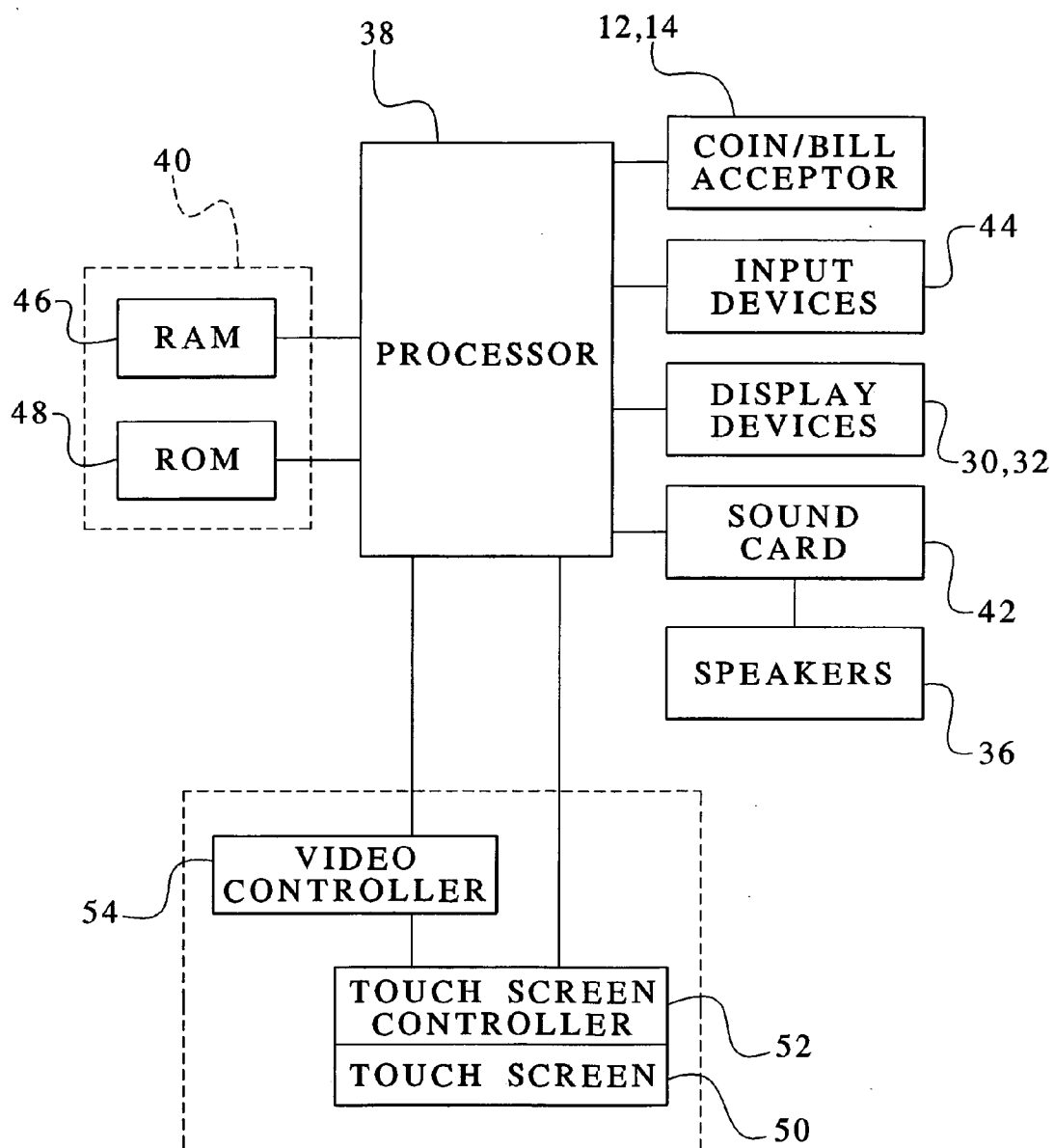


FIG. 3

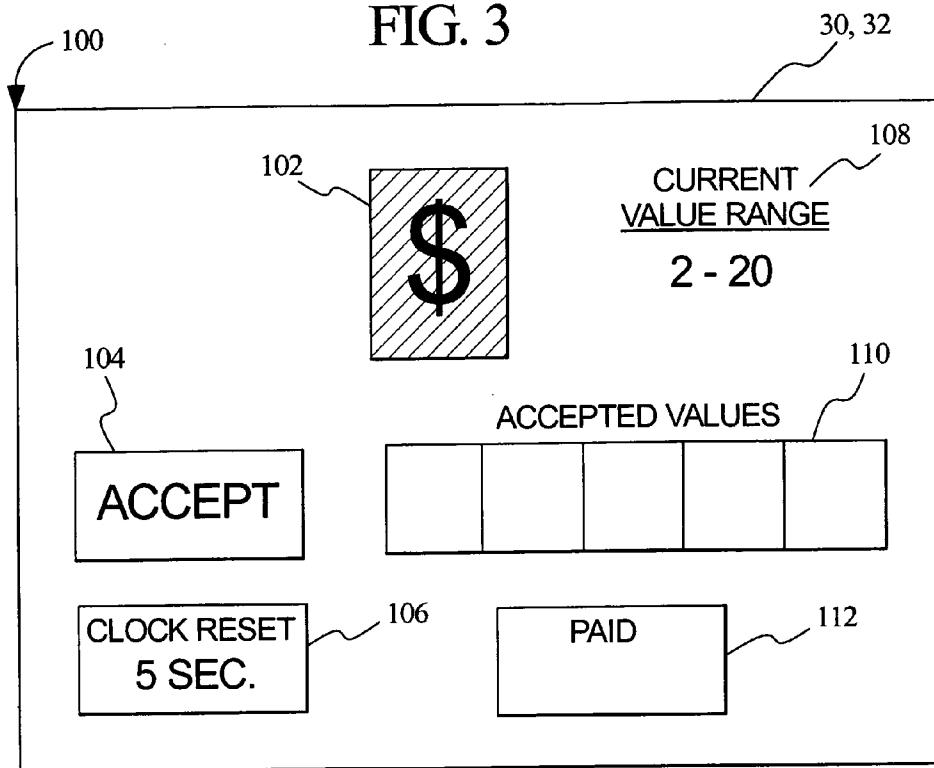


FIG. 4

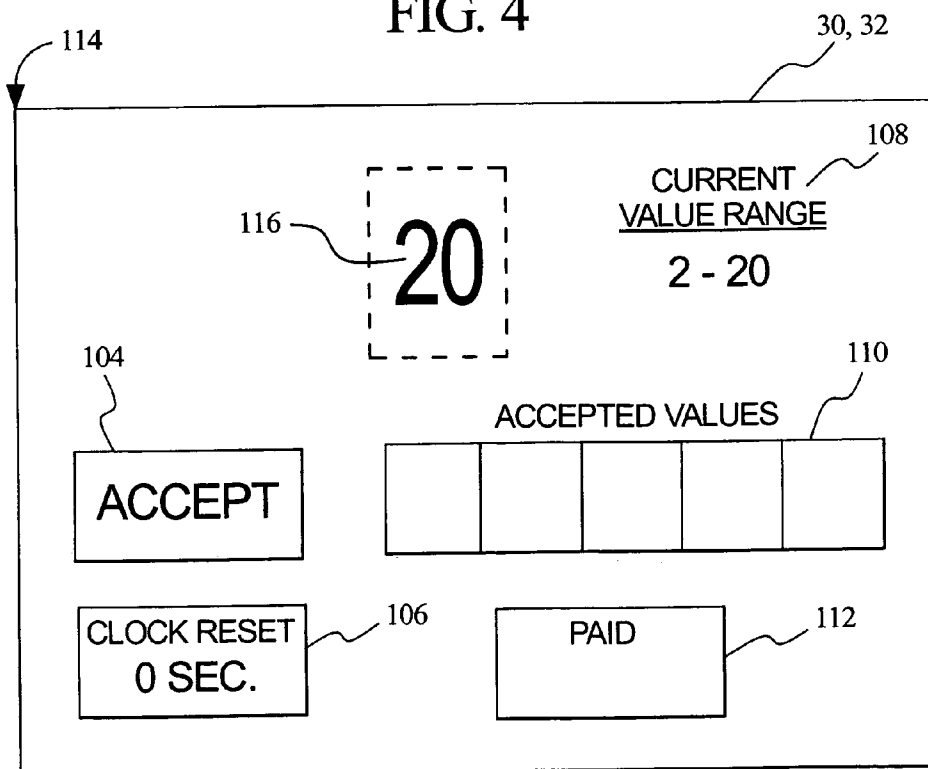


FIG. 5

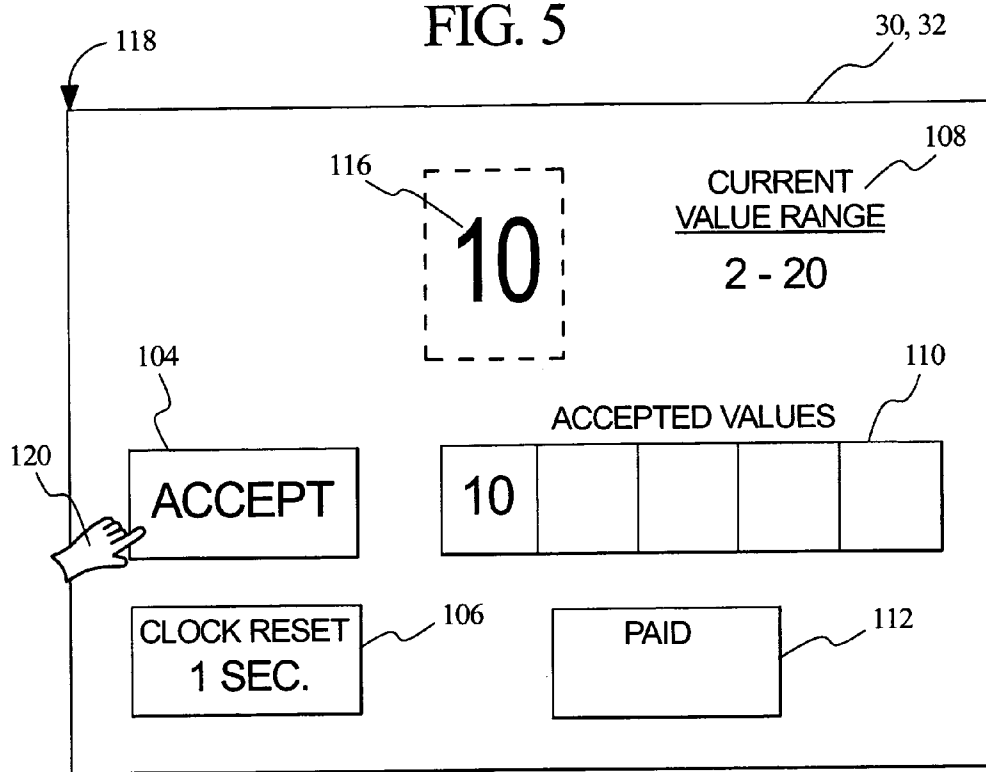


FIG. 6A

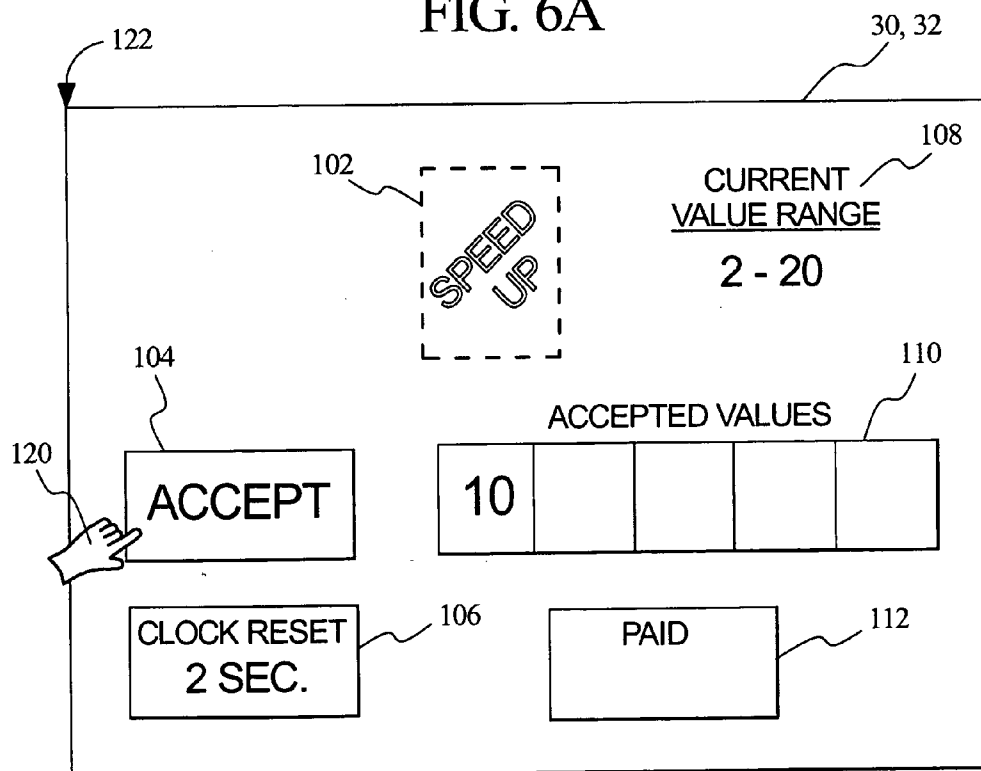


FIG. 6B

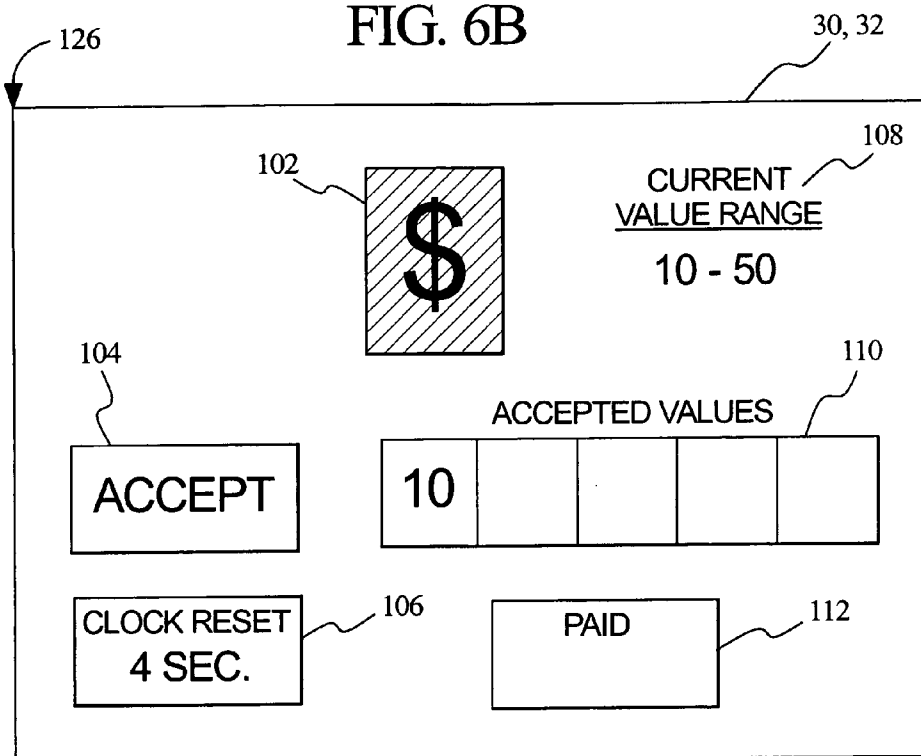


FIG. 7

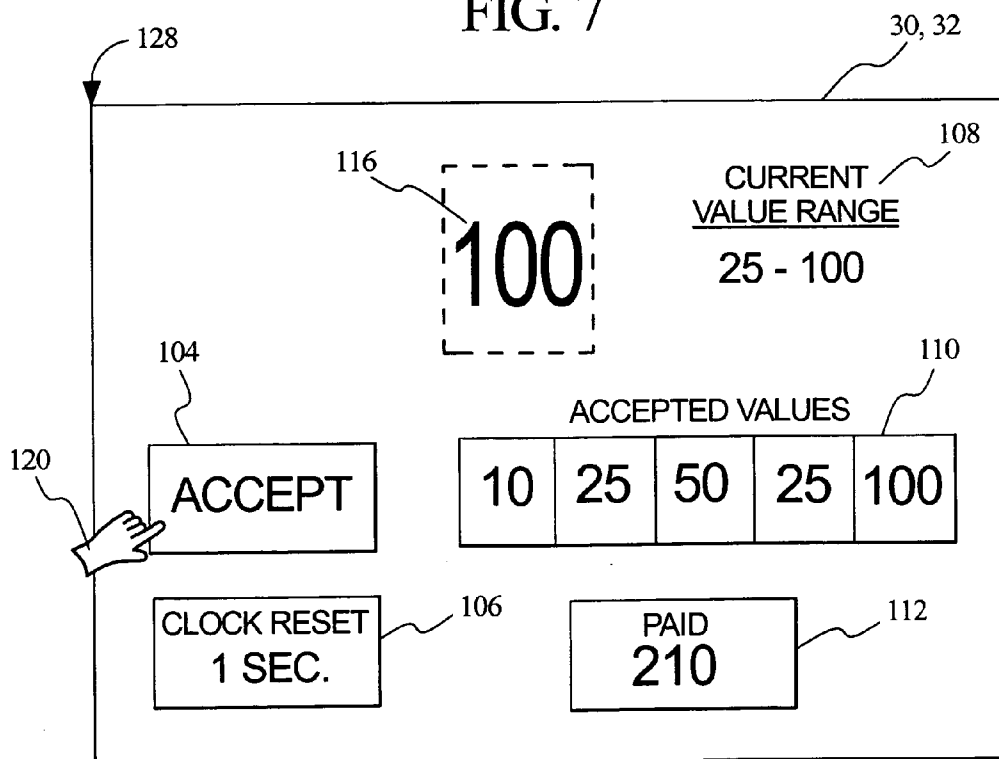


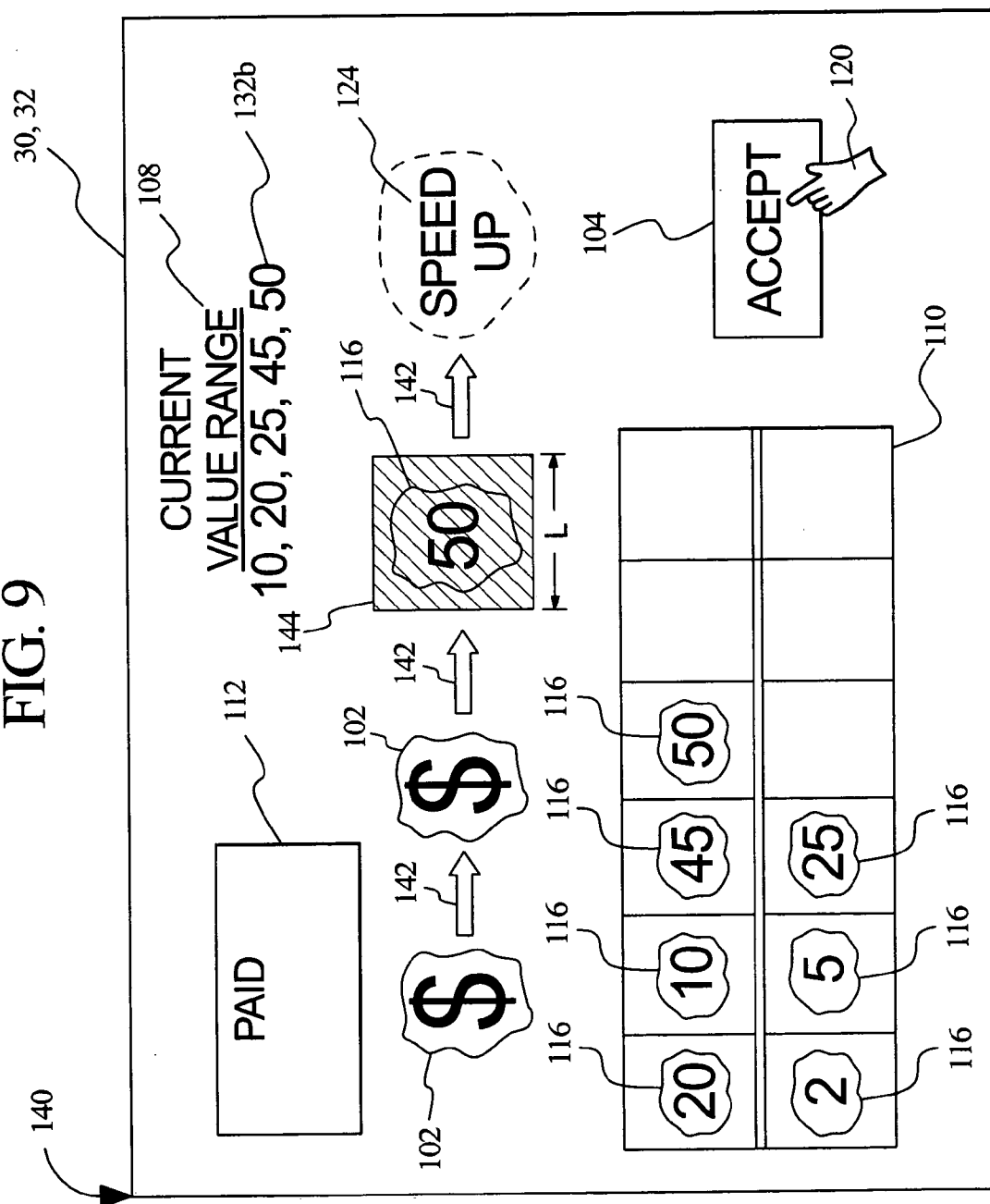
FIG. 8

FIG. 8

VALUE RANGE # 1			VALUE RANGE # 2			VALUE RANGE # 3			VALUE RANGE # 4		
2	5%		10	10%		25	35%		50	50%	
5	15%		20	15%		50	25%		100	25%	
10	20%		25	25%		75	15%		200	15%	
15	20%		45	15%		100	10%		500	10%	
20	10%		50	10%		S/U	15%		TIME PERIOD 2 SECS.		
S/U	35%		S/U	25%		TIME PERIOD 3 SECS.			TIME PERIOD 2 SECS.		
TIME PERIOD 5 SECS.			TIME PERIOD 4 SECS.			TIME PERIOD 3 SECS.			TIME PERIOD 2 SECS.		



FIG. 9



## GAMING DEVICE HAVING A RATE DEPENDENT GAME

### PRIORITY CLAIM

[0001] This application is a continuation of, claims priority to and the benefit of U.S. patent application Ser. No. 09/966,882, filed Sep. 28, 2001, the entire contents of which are incorporated herein.

### DESCRIPTION

[0002] The present invention relates in general to a gaming device, and more particularly to a gaming device having one or more time limits to accept award choices which are components of the player's award.

### BACKGROUND OF THE INVENTION

[0003] Gaming devices provide enjoyment, entertainment and excitement to players, in part, because they may ultimately lead to monetary awards for the players. Gaming devices also provide enjoyment, entertainment and excitement to the players because they are fun to play. Bonus games, in particular, provide gaming device manufacturers with the opportunity to add enjoyment and excitement to that which is already expected from a base game of the gaming device. Bonus games generally provide extra awards to the players and enable the players to play a game that is different than the base game.

[0004] Gaming devices are typically games of luck or probability, not skill. Primary games are set up to pay back, on average, a certain percentage of the amount of money wagered by the players. The pay back or payout percentage in most primary games is set high enough that any player who plays a few hands or spins of the reels wins at least one game. That is, in most primary games in gaming devices it is not too difficult to experience some level of success.

[0005] Bonus games are typically set up for the player to succeed. The player usually wins an award in a bonus game. In bonus game play, the goal is often to maximize the possible award. Winning, at least on some level, is therefore a standard component in almost all gaming devices. Moreover, the actual payout percentage of any gaming device is ultimately determined by the gaming establishment within the parameters of the rules of the relevant gaming jurisdiction, not the game designer.

[0006] A continuing need therefore exists to provide gaming devices that issue awards in an exciting and enjoyable manner. In this respect, it is desirable to enable the player to have an impact on, or a hand in, determining their award. It is also desirable to enable a player to optimize an award. It is further desirable to increase the level of player interaction. Each of these features is desirable in primary and secondary games.

### SUMMARY OF THE INVENTION

[0007] The present invention provides a gaming device having a game that may be implemented in a primary or secondary game. More specifically, the present invention provides a processor controlled gaming device that presents a plurality of masked choices or selections to the player, provides a time period in which the player can elect to accept one or more masked choices or selections and reveals and

provides a value associated with the choices or selections to the player if the player accepts in the time period. If the player does not accept in the time period or decides not to accept the choice or selection, the gaming device, in one preferred embodiment, reveals the value or values the player could have accepted when the time period lapses or times out.

[0008] In one embodiment of the present invention, the gaming device defines or sets a number of masked choices or selections that the player can accept. When the player accepts that predefined number of masked choices or selections, the gaming device adds or multiplies the values associated with the selected choices to form an award that the game provides to the player. The award includes at least one and preferably a plurality of values associated with masked choices or selections that the player has selected within the allotted time period(s). The lapsing of one or more time periods to select masked choices or selections does not deprive the player the player's opportunities to select the masked choices or selections. Rather, the processor of the gaming device provide another group of masked choices or selections to the player. The subsequent group of masked choices or selections may have different values or characteristics as discussed below. The player picks until all of the player's opportunities are exhausted.

[0009] The player attempts to maximize the award by accepting masked choices that yield relatively high awards. In one embodiment, the gaming device displays a current range of possible values associated with the currently available selections so that the player can gauge whether a decision to accept or not accept a masked choice or selection is a good one. The gaming device may also display a clock that counts down the time that the player has left to select one or more masked choices or selections. The gaming device also displays the values that the player has selected, which will eventually form the player's award.

[0010] When the player selects a masked choice, the gaming device provides a value. The gaming device may also generate a rate change, velocity change or speed-change, primarily referred to herein as a speed-change. A speed-change changes and preferably lessens the amount of time that the player has to decide whether to choose a subsequent masked choice or selection. The speed change thus speeds up or slows down and preferably speeds up the player's decision making process. A speed-change in a preferred embodiment also signals or initiates a change and preferably an increase in the average value of the value range for the available masked choices or selections. That is, the speed-change, in one preferred embodiment, raises the stakes and lessens the amount of the player's decision time which increases the player's excitement and enjoyment in the game. The gaming device may also display the new range.

[0011] The speed-changes are therefore desirable to the player because they increase the average value of subsequently obtained values. The gaming device may contain any suitable number of speed-changes, and thus, any suitable number of increasing value ranges. The player desires to obtain as many speed-changes as possible and as soon as possible so that the player's allotted number of opportunities to select masked choices or selections are filled with values from subsequent relatively high value ranges. In a preferred

embodiment, the speed-changes become harder to obtain in higher value ranges. That is, each value range includes a speed-change entry, wherein the ranges are weighted so that entries in subsequent ranges have lower probabilities. The values in the ranges are also weighted in accordance with the game mathematics.

[0012] As described above, in one embodiment, a clock or counter counts time until the time for accepting or selecting masked choices or selections is up and the particular choice(s) or selection(s) can no longer be accepted or selected. In one preferred embodiment, the time period is set by speed or velocity and distance. In one implementation, a masked choice moves at a predefined speed, velocity or rate through a stationary acceptance zone having a distance parallel to the direction of movement. The distance of the acceptance zone along the direction of travel divided by the speed yields the time that the player has to make a decision, wherein the player must accept a choice when it is within the acceptance zone to obtain the value associated with the choice. Other variations of the speed/distance method of providing a time period include holding the choice stationary and moving an acceptance zone over the choice, wherein the dimensions of the choice define the distance relevant to determining the time period.

[0013] Upon a speed-change, the gaming device changes or increases the speed of the moving object or choice. Alternatively, the game may not adjust the speed, but adjust or decrease the acceptance distance through which the choice or selection moves.

[0014] One preferred game theme of the gaming device involves a candy manufacturing operation, wherein the player picks desired pieces of candy (selections or masked choices) to place in a candy box (displaying values associated with the choices or selection). The speed-change are associated with certain candies and includes increasing the conveyor speed, which is in accordance with the preferred theme.

[0015] It is therefore an advantage of the present invention to provide a gaming device that presents masked value choices to the player and provides a certain amount of time for the player to accept or not accept values associated with the choices.

[0016] It is a further advantage of the present invention to provide a gaming device which provides a speed-change that changes the player's decision time and the range of potential values.

[0017] It is yet another advantage of the present invention to define the time period for acceptance using an object moving at a given speed or rate through a given acceptance distance.

[0018] Other objects, features and advantages of the invention will be apparent from the following detailed disclosure, taken in conjunction with the accompanying sheets of drawings, wherein like numerals refer to like parts, elements, components, steps and processes.

#### BRIEF DESCRIPTION OF THE DRAWINGS

[0019] **FIGS. 1A and 1B** are perspective views of alternative embodiments of the gaming device of the present invention.

[0020] **FIG. 2** is a schematic block diagram of the electronic configuration of one embodiment of the gaming device of the present invention.

[0021] **FIG. 3** is an elevation view of a display device illustrating a masked value choice or selection of the present invention.

[0022] **FIG. 4** is an elevation view of a display device illustrating a value that has been revealed after a time period has timed out.

[0023] **FIG. 5** is an elevation view of a display device illustrating a value that has been revealed after the player has accepted a choice within an allotted time period.

[0024] **FIGS. 6A and 6B** are elevation views of a display device illustrating the speed-change function of the present invention.

[0025] **FIG. 7** is an elevation view of a display device illustrating an award provided to the player after the player has successfully accepted a predefined number of choices.

[0026] **FIG. 8** is a schematic diagram illustrating one embodiment of a data table of the present invention having a plurality of value ranges each of which include a time period, a probability distribution for the value entries and a speed-change entry.

[0027] **FIG. 9** is an elevation view of a display device illustrating a method of providing a time period by moving an object at a known speed through a known acceptance distance.

#### DETAILED DESCRIPTION OF THE INVENTION

##### Gaming Device and Electronics

[0028] Referring now to the drawings, and in particular to **FIGS. 1A and 1B**, gaming device **10a** and gaming device **10b** illustrate two possible cabinet styles and display arrangements and are collectively referred to herein as gaming device **10**. The present invention includes the game (described below) being a stand alone game or a bonus or secondary game that coordinates with a base game. When the game of the present invention is a bonus game, gaming device **10** may have any base game such as a slot machine having the controls, displays and features of a conventional slot machine, wherein the player operates the gaming device while standing or sitting. Gaming device **10** also includes being a pub-style or table-top game (not shown), which a player operates while sitting.

[0029] The base games of the gaming device **10** include slot, poker, blackjack or keno, among others. The gaming device **10** also embodies any bonus triggering events, bonus games as well as any progressive game coordinating with these base games. The symbols and indicia used for any of the base, bonus and progressive games include mechanical, electrical or video symbols and indicia.

[0030] In a stand alone or a bonus embodiment, the gaming device **10** includes monetary input devices. **FIGS. 1A and 1B** illustrate a coin slot **12** for coins or tokens and/or a payment acceptor **14** for cash money. The payment acceptor **14** also includes other devices for accepting payment, such as readers or validators for credit cards, debit cards or

smart cards, tickets, notes, etc. When a player inserts money in gaming device **10**, a number of credits corresponding to the amount deposited is shown in a credit display **16**. After depositing the appropriate amount of money, a player can begin the game by pulling arm **18** or pushing play button **20**. Play button **20** can be any play activator used by the player which starts any game or sequence of events in the gaming device.

[0031] As shown in **FIGS. 1A and 1B**, gaming device **10** also includes a bet display **22** and a bet one button **24**. The player places a bet by pushing the bet one button **24**. The player can increase the bet by one credit each time the player pushes the bet one button **24**. When the player pushes the bet one button **24**, the number of credits shown in the credit display **16** decreases by one, and the number of credits shown in the bet display **22** increases by one. At any time during the game, a player may “cash out” by pushing a cash out button **26** to receive coins or tokens in the coin payout tray **28** or other forms of payment, such as an amount printed on a ticket or credited to a credit card, debit card or smart card. Well known ticket printing and card reading machines (not illustrated) are commercially available.

[0032] Gaming device **10** also includes one or more display devices. The embodiment shown in **FIG. 1A** includes a central display device **30**, and the alternative embodiment shown in **FIG. 1B** includes a central display device **30** as well as an upper display device **32**. The display devices display any visual representation or exhibition, including but not limited to movement of physical objects such as mechanical reels and wheels, dynamic lighting and video images. The display device includes any viewing surface such as glass, a video monitor or screen, a liquid crystal display or any other static or dynamic display mechanism. In a video poker, blackjack or other card gaming machine embodiment, the display device includes displaying one or more cards. In a keno embodiment, the display device includes displaying numbers.

[0033] The slot machine base game of gaming device **10** preferably displays a plurality of reels **34**, preferably three to five reels **34**, in mechanical or video form on one or more of the display devices. Each reel **34** displays a plurality of indicia such as bells, hearts, fruits, numbers, letters, bars or other images which preferably correspond to a theme associated with the gaming device **10**. If the reels **34** are in video form, the display device displaying the video reels **34** is preferably a video monitor. Each base game, especially in the slot machine base game of the gaming device **10**, includes speakers **36** for making sounds or playing music.

[0034] Referring now to **FIG. 2**, a general electronic configuration of the gaming device **10** for the stand alone and bonus embodiments described above preferably includes: a processor **38**; a memory device **40** for storing program code or other data; a central display device **30**; an upper display device **32**; a sound card **42**; a plurality of speakers **36**; and one or more input devices **44**. The processor **38** is preferably a microprocessor or microcontroller-based platform which is capable of displaying images, symbols and other indicia such as images of people, characters, places, things and faces of cards. The memory device **40** includes random access memory (RAM) **46** for storing event data or other data generated or used during a particular game. The memory device **40** also includes read only

memory (ROM) **48** for storing program code, which controls the gaming device **10** so that it plays a particular game in accordance with applicable game rules and pay tables.

[0035] As illustrated in **FIG. 2**, the player preferably uses the input devices **44** to input signals into gaming device **10**. In the slot machine base game, the input devices **44** include the pull arm **18**, play button **20**, the bet one button **24** and the cash out button **26**. A touch screen **50** and touch screen controller **52** are connected to a video controller **54** and processor **38**. The terms “computer” or “controller” are used herein to refer collectively to the processor **38**, the memory device **40**, the sound card **42**, the touch screen controller and the video controller **54**.

[0036] In certain instances, it is preferable to use a touch screen **50** and an associated touch screen controller **52** instead of a conventional video monitor display device. The touch screen enables a player to input decisions into the gaming device **10** by sending a discrete signal based on the area of the touch screen **50** that the player touches or presses. As further illustrated in **FIG. 2**, the processor **38** connects to the coin slot **12** or payment acceptor **14**, whereby the processor **38** requires a player to deposit a certain amount of money in to start the game.

[0037] It should be appreciated that although a processor **38** and memory device **40** are preferable implementations of the present invention, the present invention also includes being implemented via one or more application-specific integrated circuits (ASIC's), one or more hard-wired devices, or one or more mechanical devices (collectively referred to herein as a “processor”). Furthermore, although the processor **38** and memory device **40** preferably reside in each gaming device **10** unit, the present invention includes providing some or all of their functions at a central location such as a network server for communication to a playing station such as over a local area network (LAN), wide area network (WAN), Internet connection, microwave link, and the like.

[0038] With reference to the slot machine base game of **FIGS. 1A and 1B**, to operate the gaming device **10**, the player inserts the appropriate amount of tokens or money in the coin slot **12** or the payment acceptor **14** and then pulls the arm **18** or pushes the play button **20**. The reels **34** then begin to spin. Eventually, the reels **34** come to a stop. As long as the player has credits remaining, the player can spin the reels **34** again. Depending upon where the reels **34** stop, the player may or may not win additional credits.

[0039] In addition to winning base game credits, the gaming device **10**, including any of the base games disclosed above, also includes bonus games that give players the opportunity to win credits. The gaming device **10** may employ a video-based display device **30** or **32** for the bonus games. The bonus games include a program that automatically begins when the player achieves a qualifying condition in the base game.

[0040] In the slot machine embodiment, the qualifying condition may include a particular symbol or symbol combination generated on a display device. As illustrated in the five reel slot game shown in **FIGS. 1A and 1B**, the qualifying condition includes the number seven appearing on, e.g., three adjacent reels **34** along a payline **56**. It should be appreciated that the present invention includes one or more

paylines, such as payline **56**, wherein the paylines can be horizontal, diagonal or any combination thereof. An alternative scatter pay qualifying condition includes the number seven appearing on, e.g., three adjacent reels **34** but not necessarily along a payline **56**, appearing on any different set of reels **34** three times or appearing anywhere on the display device the necessary number of times.

#### Award Choices or Selections Having a Time Period for Acceptance

[0041] Referring now to **FIG. 3**, one of the display devices **30** or **32** of gaming device **10** displays an initial screen **100** of one embodiment of the present invention. The screen **100** includes a masked choice or selection **102**, an accept input **104**, a clock **106**, a current value range display **108**, an accepted values display **110** and a paid display **112**. The selection **102** hides one of the values of the current range shown in the display **108**. In the illustrated embodiment, the selection **102** displays a dollar sign. In other implementations, suitable audio and/or visual messages may be provided to inform the player that the selection **102** hides, conceals or generates a value.

[0042] The display device **30** or **32** in a preferred embodiment includes a touch screen **50** and a touch screen controller **52**, which communicates with the processor **38** of gaming device **10**, as disclosed in connection with **FIG. 2**. The acceptor or accept input **104** is an area of the touch screen **50** that sends a discrete input to the processor **38**. The processor **38** communicates with the memory device **40** that stores a game program, which has been configured to recognize the discrete input as the player's acceptance of the currently displayed selection **102**. That is, if the player wants whatever value is concealed by the selection **102**, the player presses the simulated acceptor or accept input **104**.

[0043] In an alternative embodiment, the acceptor or accept input **104** is an electromechanical input, located on a panel of the gaming device **10**, which is a hard-wired input device **44** (**FIG. 2**). The electromechanical accept input **104** sends a discrete input to the processor **38**, as described above.

[0044] The clock **106** counts time up or down as desired by the implementor. As illustrated in **FIG. 3**, the clock has been reset to an initial time period of five seconds. The time periods set a length of time that the player has to decide whether or not to accept a selection **102**. The lengths of time may be set as desired by the implementor.

[0045] The current value range display **108** displays the current range of values that gaming device **10** selects from awards for the player when the player accepts a selection **102**. The value ranges may be set as desired by the implementor.

[0046] The accepted values display **110** displays the values that the player has been awarded. The player's ultimate award, shown in the paid display **112**, includes at least one and preferably a plurality of values awarded when the player selects the acceptor or accept input **104** within the length of time provided by the clock **106**. Before the player acquires each of the values that make up the award shown in the paid display **112**, the player can gauge their relative success by comparing the accepted values shown in the display **110** with the range or ranges shown in the display **108**.

[0047] Referring now to **FIG. 4**, a screen **114** illustrates that if the player does not select the acceptor or accept input **104** before the clock **106** times out, gaming device **10** no longer enables the player to accept the provided choice **102**. In one preferred embodiment, to increase excitement and enjoyment, the game reveals the value **116** (indicated within the masked choice border which is shown in phantom) that the player would have received had the player selected the acceptor or accept input **104** within the time limit. In this example, after the clock **106** times out to zero seconds as indicated in the clock in **FIG. 4**, a twenty value **116** is revealed. A player who observes the current value range in the display **108** notices that the lost opportunity is at the top of the current range. Selecting the accept input **104** after the clock **106** has timed out, however, does the player no good.

[0048] Referring now to **FIG. 5**, a screen **118** illustrates that if the player does select the acceptor or accept input **104** before the clock **106** times out, i.e., while the clock is still counting down, the gaming device **10** provides or awards the value **116** that has been assigned to the newly displayed selection **102** (not illustrated). That is, when the player lost the opportunity to accumulate the twenty value **116** in the screen **114**, gaming device **10** provided another selection **102** (not illustrated). The clock was reset to the initial length of time, e.g., five seconds, and began to count down. This time, with one second left on the clock **106**, the player **120** selected the accept input **104**. The game thereafter revealed and awarded the ten value **116** assigned to the new selection **102**, which is within the current range as shown in the display **108**.

[0049] When the player accepts a selection **102**, gaming device **10** displays the value **116** assigned to the accepted choice in the accepted value display **110**. The screen **118** illustrates the ten value in the display **110**. The display **110** shows in this example that five value positions will be filled before the gaming device **10** will actually download any game credits to the paid display **112**. Accordingly, the player has a plurality of opportunities to select masked choices or selections from a plurality of potential choices or selections. It should be appreciated that the player will receive five values **116** regardless of how many selections **102** the player either decides not to accept or attempts to accept too late (e.g., as in the screen **114**).

[0050] It should be appreciated that the processor of the gaming device randomly selects the value range for each available choice or selection. The average ranges preferably vary. Thus, the player has an opportunity to select choices from different ranges in limited time periods. It should also be appreciated at this point that this embodiment can operate without the current value range display **108**. The game designer may or may not wish to divulge the current value range. The value range display **108** provides additional information to the player which makes the game more exciting for the player.

[0051] Referring now to **FIGS. 6A and 6B**, a rate-change or speed-change feature of the present invention is illustrated. Because the accepted value display **110** is not yet full after the player receives the ten value **116** in the screen **118**, gaming device **10** resets the time period on the clock **106** to the initial length of time and displays a new selection **102** (not illustrated). As illustrated in the screen **122** of **FIG. 6A**, when the player **120** selects the accept input **104** with two

seconds left on the clock **106**, the game reveals and provides the player with a speed-change **124** indicated by the word "SPEED UP", which has been assigned to the new selection **102**.

[0052] The speed-change **124** decreases the time in which the player must subsequently decide whether to select the accept input **104**. In an embodiment, the speed-change **124** also accompanies a change in the current value range. In a preferred embodiment, the average value of all of the subsequent value ranges increases upon the obtaining of a speed-change. The speed-change in the preferred embodiment increases the fun and excitement of the gaming device **10** by raising the stakes and giving the player less time to make a decision.

[0053] The screen **126** of FIG. 6B illustrates the effects of a speed-change **124**. Gaming device **10** presents a new selection **102** to the player. The clock **106** is reset to a new, preferably lesser, time period such as four seconds as illustrated in FIG. 6B. A new, preferably larger, value range is displayed in the display **108**. The player now has only four seconds to decide whether to select the accept input **104**, and an accepted selection **102** provides a value in the range of ten to fifty, as illustrated by display **108**, instead of two to twenty as before.

[0054] In the illustrated embodiments, the speed-change **124** does not include an associated value **116** that appears in the accepted values display **110**. Accordingly, the speed-change does not take up or use any of the player's opportunities to obtain values. The speed-change instead changes the subsequent value range. In alternative embodiments, however, the speed-change **124** may be adapted to provide a value, a separate award, or to increment a multiplier meter, provide a component necessary for a progressive award, or any other suitable function.

[0055] Referring now to FIG. 7, a screen **128** illustrates the point at which gaming device **10** provides or downloads an award to the player. With the accepted values display **110** nearly full (not illustrated), the player **120** selects the accept input **104** with one second remaining on the clock **106**. The accepted choice yields the highest possible value **116** of the range shown in the display **108**, namely, the one hundred value **116**. The one hundred value **116** completes the predefined number of values necessary for gaming device **10** to issue an award to the player. Although the screens **100**, **114**, **118**, **122**, **126** and **128** predefine the number of values **116** to be five, gaming device **10** may be adapted to predefine any number of values **116**, including a single value. Gaming device **10** adds the values in the accepted value display **110** to form the award of two hundred ten, shown in the paid display **112**. In an alternative embodiment, gaming device **10** can multiply or add a portion and multiply a portion of the values in the display **110**.

[0056] The award provided or downloaded to the player in the paid display **112** is in one embodiment a number of game credits. In another embodiment, the award may be a multiplier that multiplies some other number or amount of game credits such as the player's total bet, a bet per payline, the number of paylines wagered, a win along a payline, a total win along all wagered paylines, a win in a scatter pay, etc. The award may further alternatively signify a number of picks from a prize pool.

[0057] Referring now to FIG. 8, an area of the memory device **40** stores a data table, database or data that has

otherwise been entered into the game program, which is referred to hereafter as data table **130**. The table **130** includes four value ranges **132a** through **132d**. Each of the first three value ranges **132a** through **132c** includes a speed-change entry **124** designated by S/U. In a gaming device **10** employing the data table **130**, the player can possibly obtain a speed-change three times and select from four different value ranges before obtaining the predefined number of values **116**. Gaming device **10** may alternatively store and employ any number of value ranges, such as ranges **132a** through **132d**, wherein all but the last range preferably include a speed-change entry **124**.

[0058] As illustrated by the table **130**, the value ranges can vary the number of value entries **116** in accordance with the game mathematics. Each of the value entries **116** and the speed-change entry **124** has, in one embodiment, an associated probability percentage **134**. The probability distributions defined by the probability percentages **134** of each value range are also made according to desired game mathematics. The value ranges **132a** and **132b** illustrate bell-shaped distributions for the values **116**, wherein the central values **116** are more likely to be randomly generated than are the periphery values **116**. The value ranges **132c** and **132d** illustrate tapering distributions for the values **116**, wherein higher values **116** are less and less likely to be generated.

[0059] The percentages allotted to the speed-change entries **124** in a preferred embodiment taper off in advancing value ranges. Since the value ranges preferably sequentially increase in average value, gaming device **10** makes advancing to these ranges increasingly difficult. It should be appreciated that an optimal game under the data table **130** includes picking three speed-changes **124** in a row so that the player can fill up the accepted value display **110** (FIGS. 1 to 7) with values **116** from the highest average value range **132d**. The player therefore does not want to fill any value positions from the range **132a** and the data table **130** obliges by making advancing to the value range **132b** relatively easy. To advance to the final ranges **132c** and **132d**, however, may take a considerable amount of luck depending on the number of value positions of the value display **110**.

[0060] Data table **130** illustrates one embodiment wherein the same value **116** of a given range may be recycled or used again. The player may therefore receive the same value two or more times while accepting masked choices in a given range. In an alternative embodiment, gaming device **10** can employ a game program that is configured not to recycle values, i.e., to remove a value from possible selection.

[0061] Each value range **132a** through **132d** has an associated time period **136**. The table **130** decreases the length of time in successive time periods **136** for reasons described above. Alternatively, gaming device **10** does not change the time periods **136** or further alternatively increases the lengths of time in successive time periods **136**.

[0062] In an alternative embodiment (not illustrated), one or more of the value ranges **132b** to **132d** can include a speed-change entry that slows the game down. A "speed-decrease" entry has essentially an opposite effect from the preferred "speed-increase" entries. That is, when the player accepts a choice **102** by pressing the accept input **104** and a speed-decrease is randomly provided, the amount of time that the player has in which to decide whether to select the accept input **104** increases. The additional amount of time to

accept a choice may also be accompanied by a change in the current value range from a range having a higher average value to a range having a lower average value.

[0063] In the value ranges **132a** to **132d** of **FIG. 8**, the speed-decrease might, for example, make gaming device **10** switch from the range **132d** having a time period **136** of two seconds to the range **132c** having a time period **136** of three seconds. The values **116** of the range **132c** are on average less than the values **116** of the range **132d**. Obviously, a speed-decrease in the value range **132a** would have no effect. The speed-decrease entries are weighted according to the desired game mathematics.

[0064] In another alternative embodiment, a particular speed-increase entry or a speed-decrease entry may be adapted to jump one or more levels or ranges to another or to the highest or lowest ranges, respectively. For instance, a "super" speed-change entry may be adapted to cause a player playing in the range **132b** to thereafter play in the range **132d**.

[0065] In a further alternative embodiment (not illustrated), one or more of the value ranges **132a** to **132d** can include an "increase-picks" entry, which is weighted according to the desired game mathematics. The increase-picks entry increases the number of opportunities that the player has to accept the selections. Upon the generation of an increase-picks entry, the accepted values display provides additional areas for values **110**. It should be appreciated that the increase-picks entry is desirable for the player and operates to increase the player's overall award downloaded to the paid display **112**.

[0066] In yet another alternative embodiment, each range of values (even the last value range **132d**) includes at least one speed-change or terminator and if the player obtains all of the speed-changes or terminators, the game ends. Thus, in this embodiment, while the player desires to obtain certain speed-changes, the player does not desire to obtain all of the speed-changes.

#### Time Period Determined by Speed and Distance

[0067] In the embodiments disclosed in connection with **FIGS. 1** to **7**, the time periods are set by a counter and the masked choices have been displayed sequentially. In one preferred embodiment of the present invention illustrated by the screen **140** of **FIG. 9**, the time period is set by speed, velocity and distance and the selections **102** may, but are not required to be, displayed continuously. The screen **140** depicts a simplified version of a preferred implementation of the present invention, wherein the selections **102** are pieces of candy moving on a conveyor belt (not shown) in a direction defined by the arrows **142**. The accepted value display **110** is a candy box, wherein the player's choices reveal candy values **116** that gaming device **10** places into the box **110**.

[0068] The screen **140** includes the optional current value range display **108**, which shows that the range **132b** of **FIG. 8** is the current range. Also, the screen **140** illustrates each value of the range **132b**, which enables the player to clearly see whether a revealed selection **102** has a relatively high or low value **116**. The presently illustrated embodiments are operable with the table **130** of **FIG. 8**. The player has already played through the range **132a** of the table **130**, wherein

accepted selections **102** yielded the twenty, two, ten and five values **116**. The player then obtained a speed-change **124** and invoked the current range **132b**, wherein accepted choices previously yielded the forty-five and twenty-five values **116**. The player has yet to achieve the predetermined number of values **116**, which in the display box **110** of the screen **140** is twelve. The paid display **112** therefore shows that no award has yet to be determined or downloaded.

[0069] The screen **140** shows that the player let a masked speed-change **124** (shown with a border in phantom) pass through an acceptance area or zone **144** without selecting the accept input **104**. The acceptance zone **144** defines a distance "L" on the display device **30** or **32**, which is parallel to the direction of travel of the selections **102**. The predefined distance "L" divided by the speed of the selections **102** provides the time period that the player has to accept a choice **102**. The screen **140** illustrates that the player **120** successfully times the selection of the input **104**, so that the fifty value **116** is revealed and provided to the player in the accepted values display **110**.

[0070] It should be appreciated that the speed/distance method of determining a time period may be implemented in a number of ways. First, the game software may be configured so that the choice **116** only has to touch the zone **144** defining the distance "L." In such case, the time is a function of the distance "L" and the length of the selection parallel to the direction of travel arrow **142**. For instance, the time may be a function of the distance "L" plus twice the length of the selections. Alternatively, the selection **102** may have to be completely encompassed within the length "L" as illustrated by the screen **140**. Second, the distance may alternatively be set by the selection **102**, wherein the stationary area **144** is only a bar or line. Here, the time is equal to the length of the selection divided by the speed of the selection. This implementation is akin to trying to pick a horse while it crosses a finish line, wherein the length of the horse is the length "L." Third, an embodiment includes configuring the display device **30** or **32** so that the selection(s) **102** are stationary and the area or bar **144** moves.

[0071] When the player obtains a speed-change in the presently illustrated embodiments, either the speed or velocity of the moving object changes or the distance changes. In the candy wrapping embodiment of the screen **140**, the conveyor speed changes so that the candy selection(s) **102** move more quickly. Alternatively, the distance "L" or further alternatively the length of the choice parallel to the length of travel could shrink. Each of the outcomes contemplated for the speed-changes **124** preferably decrease the amount of time that the player has to select the accept input **104** to accept any particular candy selection **102**. As described above, when the player obtains the predefined number of values **116**, gaming device **10** multiplies or preferably adds the values **116** to determine the player's award, which is provided in the paid display **112**.

[0072] Thus, it should be appreciated that the player desires to obtain speed-changes to select subsequent choices from higher value ranges to obtain all of the players values which combine to equal the player's total award.

[0073] While the present invention is described in connection with what is presently considered to be the most practical and preferred embodiments, it should be appreciated that the invention is not limited to the disclosed

embodiments, and is intended to cover various modifications and equivalent arrangements included within the spirit and scope of the claims. Modifications and variations in the present invention may be made without departing from the novel aspects of the invention as defined in the claims, and this application is limited only by the scope of the claims.

This invention is claimed as follows:

1. A gaming device controlled by a processor, said gaming device comprising:

a display device controlled by the processor;

a plurality of selections that are each adapted to be individually presented to a player for a limited time period by the display device, said limited time period based on one of the selections moving at a predefined velocity through an acceptance zone, wherein at least one of the selections yields a change in at least one of the dimensions of the acceptance zone;

an input in communication with the processor operable to enable the player to accept a plurality of the selections during the respective limited time periods during which said selections move through the acceptance zone; and

an award provided to the player including any values associated with selections accepted by the player during the respective limited time periods for said selections.

2. The gaming device of claim 1, wherein decreasing at least one dimension of the acceptance zone decreases the limited time period for at least one subsequent selection.

3. A gaming device comprising:

a display device;

a processor that communicates with the display device;

a plurality of selections that are each adapted to be individually presented to a player for a limited time period by the display device, said limited time period determined by the amount of time the selections, moving at a predefined velocity, appear completely within a fixed acceptance zone, and wherein at least one of the selections yields a change in at least one of the dimensions of at least one of the subsequent selections moving through said fixed acceptance zone;

an input in communication with the processor operable to enable the player to accept a plurality of the selections during the respective limited time periods during which said selections move through the acceptance zone; and

an award provided to the player including any values associated with selections accepted by the player during the respective limited time periods for said selections.

4. The gaming device of claim 3, wherein increasing at least one of the dimensions of one of the selections decreases the limited time period for said selection.

5. A method of operating a gaming device, the method comprising:

displaying a plurality of selections that are each individually presented to a player for a limited time period, said limited time period based on one of the selections moving at a predefined velocity through a fixed acceptance zone wherein at least one of the selections yields a change in at least one of the dimensions of the acceptance zone;

enabling the player to pick a plurality of the selections during the respective limited time periods during which said selections move through the acceptance zone; and

providing an award to the player including any values associated with selections accepted by the player during the limited time periods respectively for said selections.

6. The method of claim 5, wherein decreasing at least one of the dimensions of the acceptance zone decreases the limited time period for at least one of the subsequent selections.

7. The method of claim 5, which includes displaying a value associated with one of the selections that is not picked by the player within the time period for said selection.

8. The method of claim 5, which includes a plurality of value ranges, each said value range associated with a different time period.

9. The method of claim 8, wherein at least one value range includes an entry that yields the dimension change, said entry is weighted so that the dimension change is weighted differently than a value in said value range.

10. The method of claim 9, wherein if the selection is picked that yields the dimension change, decreasing at least one of the dimensions of the acceptance zone and changing the value range to one having a higher average value.

11. The method of claim 9, wherein the award includes values selected from the plurality of value ranges until a predefined number of values are accepted.

12. The method of claim 9, wherein the award includes values selected from the plurality of value ranges until a terminator is selected.

13. The method of claim 5, which is provided through a data network.

14. The method of claim 13, wherein the data network is an internet.

15. A method of operating a gaming device, the method comprising:

generating and displaying a plurality of selections that are each individually presented to a player for a limited time period, said limited time period determined by the amount of time the selections, moving at a predefined velocity, appear completely within a fixed acceptance zone, and wherein at least one of the selections yields a change in at least one of the dimensions of at least one of the subsequent selections;

enabling the player to pick a plurality of the selections during the respective limited time periods during which said selections move through the acceptance zone; and

providing an award to the player including any values associated with selections accepted by the player during the respective limited time periods for said selections.

16. The gaming device of claim 15, wherein increasing at least one of the dimensions of the selections decreases the limited time period for at least one of the subsequent selections.

17. The method of claim 15, which is provided through a data network.

18. The method of claim 17, wherein the data network is an internet.